

# AYPERABOS SWARM

*Tiny fiend (devil), lawful evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 7

**Speed** 15 ft., fly 30 ft

4 (-3) **STR** 16 (+3) **DEX** 8 (-1) **CON** 4 (-3) **INT** 6 (-2) **WIS** 10 (+0) **CHA**

**Saving Throws** Dex,+5

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 Ft., passive Perception 6

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 1/2 (100xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

## Actions

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**Claw.** *melee weapon attack:*+3 to hit, reach 1ft., one target. *Hit:* 3(1d4+2) slashing damage.

**Burrow.** The fiend burrows into a dead humanoid and now has control of it. The target humanoid has the stats of a zombie

# BRAZEN DEVIL

*Huge(16ft) fiend (devil), lawful evil*

**Armor Class** 21 (Natural Armor)

**Hit Points** 240

**Speed** 50 ft.

23 (+6) **STR** 12 (+1) **DEX** 22 (+6) **CON** 12 (+1) **INT** 12 (+1) **WIS** 14 (+2) **CHA**

**Saving Throws** Str+12,Con+12

**Skills:** none

**Damage Resistance** Cold, Thunder; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 12

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 9 (5,000 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Aura of fear.** Any creature that is within 30ft of this devil has to make a DC 17 wisdom saving throw, if the creature(s) fail the save they will become frightened. If they succeed nothing happens and they are immune to this effect for 24 hours.

## Actions

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**Multiattack.** The brazen devil makes two Halberd attacks and one hurl flame

**Halberd.** *melee weapon attack:* +16 to hit, reach 10ft., one target. *Hit:* 3(5d4+6) Piercing damage and target must make a Con DC(18) if fail target takes (2d12+3) fire damage.

**Hurl Flame.** *Ranged spell attack:* +5 to hit, range 120ft., one target. Hit: 10(4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

# BURNING DEVILS

*Medium(7ft) fiend (devil), lawful evil*

**Armor Class** 16 (Natural Armor)

**Hit Points** 55

**Speed** 40 ft.

12 (+1) **STR** 14 (+2) **DEX** 17 (+3) **CON** 8 (-1) **INT** 10 (+0) **WIS** 13 (+1) **CHA**

**Saving Throws** Con,+7

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned, grappled, paralyzed, prone, restrained

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 5 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Flame Body.** When a creature attacks the devil with an attack that has a reach of 5ft or lower that creature takes (1d10) fire damage.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The devil makes two attacks: Both with its claws.

**Claw.** *melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 3(1d12+2) slashing damage and (2d6) fire damage

**Hurl Flame.** *Ranged spell attack:* +5 to hit, range 120ft., one target. Hit: 10(4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

# GLASS DEVIL

*Large(11ft) fiend (devil), lawful evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 118

**Speed** 30 ft.

15 (+2) **STR** 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 11 (+0) **WIS** 13 (+1) **CHA**

**Saving Throws** Dex+8,

**Skills** Stealth+8

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks not made of silver

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 7 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**See Through Body.** The devil is nearly invisible meaning if you try to attack it you will have disadvantage. And, a creature within 30ft can try to notice it before it attacks you, you will either need a passive perception of 16 or make a DC16 perception saving throw to see it.

## Actions

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**Multiattack.** The devil makes three attacks: two are with its claw attacks, and one is with its bite attack

**Claw.** *melee weapon attack:*+9 to hit, reach 10ft., one target. *Hit:*13(4d6+3) slashing damage.

**Bite.** *melee weapon attack:*+7 to hit, reach 5ft., one target. *Hit:*14(2d12+5) piercing damage.

# GORECHAIN DEVIL

*Large(12ft) fiend (devil), lawful evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 167

**Speed** 40 ft.

20 (+5) **STR** 13 (+1) **DEX** 22 (+6) **CON** 8 (-1) **INT** 10 (+0) **WIS** 13 (+1) **CHA**

**Saving Throws** Con+10,Str+9

**Skills:** Athletics+9, Intimidation+5

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 12 (8,400xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The devil makes two attacks: Both with its chain.

**Chain.** *melee weapon attack*: +10 to hit, reach 20ft., one target. *Hit*: 3(2d10+5) slashing damage, plus one of the following effects:

**Fire.** The target must make a DC 17 dexterity saving throw, taking an additional 16 (4d8) fire damage on a failed save or half as much on a successful one.

**Control (3/day).** The target must make a DC 17 wisdom saving throw, if they fail on the saving throw they are under the devils control for 1 minute and, get to retry the save on each of their turns. and the devil is able to do the targets action as a bonus action. If the target succeeds they take 13(4d6+2) psychic damage.

**Vicious Attack.** The target takes 6(1d10+2) bludgeoning damage. In addition the target must succeed a DC17 constitution saving throw or have disadvantage on all attack rolls next turn.

**Animate Chains** (Recharges after a Short or Long Rest): Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

## Reactions

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**Unnerving Mask.** When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its turn.

# HELLCHAIN WEAVER

*Huge(25ft) fiend (devil), lawful evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 259

**Speed** 40 ft., climb 6oft

22 (+6) **STR** 16 (+3) **DEX** 16 (+3) **CON** 15 (+2) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

**Saving Throws** Dex+8, Str+11

**Skills:** Stealth+8, Acrobatics+8, Perception+6

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120Ft., Truesight 30ft., passive Perception 12

**Languages** Infernal, common, Telepathy 120 Ft.

**Challenge** 15 (11,500xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Regeneration.** The devil regains 10 hit points at the start of its turn. The devil doesn't regenerate if its incapacitated.

## Actions

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**Multiattack.** The devil makes three attacks: all three with its hook and if a creature is grappled by it, it can use a bite attack in place for two hook attacks

**Hook.** *melee weapon attack*: +12 to hit, reach 15ft., one target. *Hit*: 13(3d8+3) slashing damage and the target must succeed a DC 18 dexterity saving throw or be grappled.

**Bite.** *melee weapon attack*: +9 to hit, range 5ft., one target. *Hit*: 7(2d6+2) piercing damage and the target must succeed a DC 18 constitution saving throw or take 30(9d6+6) poison damage.

**Web(Recharge 5-6)** *Ranged weapon attack*: +11 range 30/80., one creature. *Hit*: The target has to make a DC 18 dexterity saving throw, if they succeed they have disadvantage on their next attack. If they fail they are restrained by a metal chain if they want to get out they have to use an action to try a DC 18 strength save to get out.

# CORRUPTED GLUTTON

*Medium fiend (devil), lawful evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 37

**Speed** 25 ft.

12 (+1) **STR** 8 (-1) **DEX** 14 (+2) **CON** 6 (-2) **INT** 6 (-2) **WIS** 12 (+1) **CHA**

**Saving Throws** Con+5

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

**Damage Immunities** Fire, Poison, Acid

**Condition Immunities** Poisoned.

**Senses** Darkvision 120 Ft., passive Perception 6

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 3 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The devil makes two attacks: one with its slam attack and one with its bite attack.

**Slam.** *melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 6(1d10+3) bludgeoning damage.

**Bite.** *melee weapon attack:* +5 to hit, reach 5ft., one target. *Hit:* 7(3d4+2) piercing damage and 7(1d12+2) necrotic damage

# CORRUPTED MONGER

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 87

**Speed** 30 ft.

12 (+1) **STR** 10 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 8 (-1) **WIS** 12 (+1) **CHA**

**Skills** Deception +4

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 5 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The devil makes two attacks: both are with the devils mace attack

**Mace.** *melee weapon attack:* +7 to hit, reach 10ft., one target. *Hit:* 9(2d8+3) bludgeoning damage.

**Death touch.** *melee weapon attack:* +6 to hit, reach 5ft., one target. Hit: 20(3d12+5) Necrotic damage. If the target is a magical item that is either common or uncommon the magic item loses its magic, that isn't

# CORRUPTED IDLER

*Medium fiend (devil), lawful evil*

**Armor Class** 13 (Natural Armor)

**Hit Points** 43

**Speed** 10 ft.

12 (+1) **STR** 8 (-1) **DEX** 10 (+0) **CON** 8 (-1) **INT** 8 (-1) **WIS** 12 (+1) **CHA**

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned.

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 4 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Sloth Aura.** any creature that starts its turn within 30ft of this devil has to make a DC 13 wisdom saving throw, if the creature fails they lose their turn. If they succeed nothing happens and are immune to this effect for 24 hours.

## Actions

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**Psychic worker.** *ranged attack:*+6 to hit, range 60ft., one target. *Hit:*6(2d8+4) psychic damage and the target must make a DC 13 wisdom saving throw, if the target succeeds nothing happens. if the target fails they are under the devils control for a minute, the target is able to retry the save as an action. and, the devil is able to do the targets action as a bonus action while the target is under control.

# CORRUPTED LUNATIC

Medium fiend (devil), lawful evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 74

**Speed** 40 ft.

16 (+3) **STR** 12 (+1) **DEX** 15 (+2) **CON** 10 (+0) **INT** 8 (-1) **WIS** 12 (+1) **CHA**

**Saving Throws** Str+6, Con+5

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing damage, force, necrotic, radiant, acid damage

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned, frightened.

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 5 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Aura Of Rage.** Any enemy that is within 30ft of this devil has to make a DC 13 a wisdom saving throw, if the creature(s) fail the save they will randomly attack a creature within the aura.

## Actions

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**Multiattack.** The devil makes two attacks: both are with the devils scimitar attack

**Scimitar.** *melee weapon attack:* +7 to hit, reach 8ft., one target. *Hit:* 10(3d6+3) slashing damage.

**Relentless fury(Recharge 4-6).** *melee weapon attack:* radius 10ft., Hit: Any creature in the radius has to make a DC 13 dexterity saving throw, if the creature(s) fail they take 7d6+4 slashing damage. If they succeed they take half damage.

# CORRUPTED CRAVEN

*Medium fiend (devil), lawful evil*

**Armor Class** 18 (Heavy Armor)

**Hit Points** 107

**Speed** 30 ft.

14 (+2) **STR** 15 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 12 (+1) **CHA**

**Saving Throws** Dex+5, Con+4.

**Skills** athletics+5

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks, necrotic damage.

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned.

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 5 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Aura Of Fear.** Any creature that is within 30ft of this devil has to make a DC 14 wisdom saving throw, if the creature(s) fail the save they will become frightened. If they succeed nothing happens and they are immune to this effect for 24 hours.

## Actions

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**Multiattack.** The devil makes two attacks: both are with the devils long sword attack

**Long sword.** *melee weapon attack:*+8 to hit, reach 10ft., one target. *Hit:*12(2d12+4) slashing damage.

# HELLCAT

*Large(10ft) fiend (devil), lawful evil*

**Armor Class** 18 (Natural Armor)

**Hit Points** 114

**Speed** 60 ft.

16 (+3) **STR** 19 (+4) **DEX** 18 (+4) **CON** 8 (-1) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

**Saving Throws** Dex+8

**Skills:** Stealth+8

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing damage

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned, grappled, paralyzed, prone, restrained

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 7 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Flame Body.** When a creature attacks the devil with an attack that has a reach of 5ft or lower that creature takes (1d10) fire damage.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Shadow Stealth:** While in dim light or Darkness, this devil can turn invisible

**Sneak attack:** 4d6

## Actions

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**Multiattack.** The devil makes three attacks: two with its claws and one with its bite attack

**Claw.** *melee weapon attack:* +10 to hit, reach 8ft., one target. *Hit:* 9(2d8+2) slashing damage and 10(2d10) fire damage

**Bite.** *melee attack:* +8 to hit, reach 5ft., one target. *Hit:* 12(2d10+4) piercing damage and 10(2d10) fire damage

# COAL DEVIL

*Large(10ft) fiend (devil), lawful evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 194

**Speed** 40 ft.

20 (+5) **STR** 10 (+0) **DEX** 20 (+5) **CON** 12 (+1) **INT** 12 (+1) **WIS** 14 (+2) **CHA**

**Saving Throws** Str+10, Con+10

**Skills:** Intimidation+7

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing damage from non-magical attacks not made of silver

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned, grappled, paralyzed, prone, restrained

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 15 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Flame Body.** When a creature attacks the devil with an attack that has a reach of 5ft or lower that creature takes 13(2d12+2) fire damage.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Smoke Screen.** This is a smoke screen(magical darkness)that only appears at will as a bonus action in a 60ft radius that gives any creature in it disadvantage.

## Actions

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**Multiattack.** The devil makes three attacks: all three are its slam attack

**Slam.** *melee weapon attack:+12 to hit, reach 15ft., one target.*

*Hit:18(3d10+6)bludgeoning damage and 13(2d12+2)fire damage.*

**Flame breath(recharge 5-6).** *ranged attack:radius, cone 30ft. Hit: Creatures in the radius must make a DC18 dexterity saving throw, if they fail they take 49(15d6+8)fire damage.*

# LEAD DEVIL

*Large(10ft) fiend (devil), lawful evil*

**Armor Class** 20 (Natural Armor)

**Hit Points** 156

**Speed** 40 ft.

20 (+5) **STR** 10 (+0) **DEX** 22 (+6) **CON** 15 (+2) **INT** 16 (+3) **WIS** 15 (+2) **CHA**

**Saving Throws** Str+10,Con+11

**Skills** Athletics+10, perception+8

**Damage Resistance** Cold; Bludgeoning, Piercing, Slashing, acid

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 16

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 12 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** The devil's innate spellcasting ability is Charisma (spell save DC 18). He can innately cast the following spells, requiring no material components:

At Will:*Teleport, shield, alter self, detect magic, nondetection.*

## Actions

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**Multiattack.** The devil makes three attacks: all three are with its slam attacks.

**Claw.** *melee weapon attack:*+11 to hit, reach 10ft., one target. *Hit:*10(2d8+4) slashing damage and 18(3d10+6) necrotic damage.

# OBSIDIAN DEVIL

*Huge(20ft) fiend (devil), lawful evil*

**Armor Class** 21 (Natural Armor)

**Hit Points** 274

**Speed** 40 ft.

20 (+5) **STR** 18 (+4) **DEX** 18 (+4) **CON** 16 (+3) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

**Saving Throws** Str+11

**Damage Resistance** All

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned, grappled

**Senses** Darkvision 120 Ft., Truesight 60ft., passive Perception 12

**Languages** Infernal, abyssal, common, Telepathy 120 Ft.

**Challenge** 18 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Sharp Body.** Any creature that hits the devil with an attack with a reach of 5ft or lower they take 9(2d8+3)

## Actions

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**Multiattack.** The devil makes three attacks: two are with its claw attacks, and if a creature is grappled by the devil, the devil can use a grind attack as an bonus action

**Claw.** *melee weapon attack:*+13 to hit, reach 15ft., one target. *Hit:*13(4d8+4) slashing damage and the target must succeed on a DC 18 strength saving throw or be grappled

**Grind.** *melee weapon attack:*+9 to hit, reach 15ft., one target. *Hit:*18(3d10+6) slashing damage.

# SPIKED DEVIL

*Huge(14ft) fiend (devil), lawful evil*

**Armor Class** 18 (Natural Armor)

**Hit Points** 184

**Speed** 40 ft.

16 (+3) STR 12 (+1) DEX 18 (+4) CON 10 (+0) INT 12 (+1) WIS 13 (+1) CHA

**Saving Throws** Str+8,Con+9

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing damage from non-magical attacks

**Damage Immunities** Fire, Poison, psychic.

**Condition Immunities** Poisoned, grappled, charmed.

**Senses** Darkvision 120 Ft., Truesight 30ft., passive Perception 12

**Languages** Infernal, common, Telepathy 120 Ft.

**Challenge** 14 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Sharp Body.** Any creature that hits the devil with an melee attack with a reach of 5ft or lower they take 9(2d6+3)

## Actions

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**Multiattack.** The devil makes three attacks: three with its claw attacks, or three with its spikes

**Claw.** *melee weapon attack:*+11 to hit, reach 8ft., one target. *Hit:*13(4d6+3) slashing damage.

**Spikes.** *ranged weapon attack:*+12 to hit, range 10/90ft., one target. *Hit:*18(3d8+2) piercing damage.

**Spike Volley.** *ranged weapon attack:* radius 30 ft circle around this devil, *Hit:* Creatures in the radius must make a DC 17 dexterity saving throw, if they fail they take 27(8d6+6) piercing damage and have disadvantage on all attack rolls next turn. If they succeed they take half as much damage.

# HELLWASP DEVIL

*Medium(5ft) fiend (devil), lawful evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 47

**Speed** 30 ft., fly 60 ft

12 (+1) **STR** 16 (+3) **DEX** 15 (+2) **CON** 8 (-1) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

**Saving Throws** Dex+5

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks not made of silver

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned.

**Senses** Darkvision 120 Ft., passive Perception 12

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 4 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The devil makes two attacks: both are with its scythe attack.

**Scythe.** *melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 7(2d6+3) slashing damage.

**Sting(Recharge 4-6).** *melee weapon attack:* +5 to hit, reach 5ft., one target.

*Hit:* 11(2d10+2) piercing damage and the target must make a DC 13 constitution saving throw, if they fail they take 22(7d6+2) poison damage, and if they succeed they take half damage.

# INFERNAL ARMOR DEVIL

*Medium(7ft) fiend (devil), lawful evil*

**Armor Class** 20 (Natural Armor)

**Hit Points** 107

**Speed** 30 ft.

19 (+4) **STR** 14 (+2) **DEX** 18 (+4) **CON** 8 (-1) **INT** 11 (+0) **WIS** 14 (+2) **CHA**

**Saving Throws** Str+8,

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks not made of silver

**Damage Immunities** Fire, Poison, Force, Necrotic

**Condition Immunities** Poisoned, blinded, frightened

**Senses** Blindsight 120 Ft., passive Perception 11

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 7 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Healing soul.** When this devil dies it heals a devil of its choice within 60ft of it by 3d8+2 hp.

## Actions

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**Multiattack.** The devil makes two attacks: both are with its flame sword attacks.

**Flame Sword.** *melee weapon attack:*+8 to hit, reach 8ft., one target. *Hit:*11(3d6+4) slashing damage and 12(2d10+4) fire damage.

# KALABON

*Medium(4ft) fiend (devil), lawful evil*

**Armor Class** 13 (Natural Armor)

**Hit Points** 19

**Speed** 20ft

12 (+1) **STR** 7 (-2) **DEX** 10 (+0) **CON** 6 (-2) **INT** 7 (-2) **WIS** 10 (+0) **CHA**

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing From Non-Magical Attacks not made of silver

**Damage Immunities** Fire, Poison, acid

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 11

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 1 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Combine.** The devil is able to combine with more of the kalabon as a action, while combined the devil has these buffs

.+19 hp

.extra+1d6 slashing damage for its bite attack

.+1 to str max 26

And more kalabons can combine into already combined kalabon.

## Actions

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**Bite.** *melee weapon attack:*+5 to hit, reach 5ft., one target. *Hit:*5(1d6+2) piercing damage.

# RAGE DEVIL

*Huge(15ft) fiend (devil), lawful evil*

**Armor Class** 20 (Natural Armor)

**Hit Points** 217

**Speed** 30 ft.

24 (+7) **STR** 10 (+0) **DEX** 21 (+5) **CON** 13 (+1) **INT** 12 (+1) **WIS** 20 (+5) **CHA**

**Saving Throws** Con+10, Str+13

**Skills** Perception+6

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing.

**Damage Immunities** Fire, Poison, acid

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 11 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Fear Aura.** Any creature that is within 6oft must make a DC 19 wisdom saving throw, if they fail they are frightened for 1 minute, if they succeed they aren't frightened and are immune to this effect for 24 hours.

**Rage Aura.** every Ally of this devil that is within 3oft of this devil has advantage on all their attack rolls

## Actions

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**Multiattack.** The devil makes three attacks: all are with its death hammer attack.

**Death Hammer.** *melee weapon attack:*+12 to hit, reach 15ft., one target.

*Hit:*17(3d10+5) piercing damage and 10(2d8+4) necrotic damage.

**Infernal Calling(1/day).** This devil as an action can summon 3x Hellhounds under its control and they disappear in 24 hours

# WAR DEVIL

*Large(10ft) fiend (devil), lawful evil*

**Armor Class** 18 (Natural Armor)

**Hit Points** 196

**Speed** 40 ft. fly 60ft

22 (+6) STR 20 (+5) DEX 18 (+4) CON 10 (+0) INT 14 (+2) WIS 13 (+1)CHA

**Saving Throws** Dex+10, Str+12

**Skills** Stealth+10

**Damage Resistance** Cold; Bludgeoning, Piercing, And Slashing

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 Ft., passive Perception 10

**Languages** Infernal, Telepathy 120 Ft.

**Challenge** 13 (700xp)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Aura of fear.** Any creature that is within 30ft of this devil has to make a DC 17 wisdom saving throw, if the creature(s) fail the save they will become frightened. If they succeed nothing happens and they are immune to this effect for 24 hours.

## Actions

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**Multiattack.** The devil makes three attacks: two are with its claw attacks, and one is with its trident attack.

**Claw.** *melee weapon attack:*+13 to hit, reach 10ft., one target. *Hit:*19(4d8+7) slashing damage.

**Trident.** *melee weapon attack:*+15 to hit, reach 20ft., one target. *Hit:*11(3d6+5) piercing damage and DC 17 con check on a fail add *Hit:*13(2d12+5) cold damage.

